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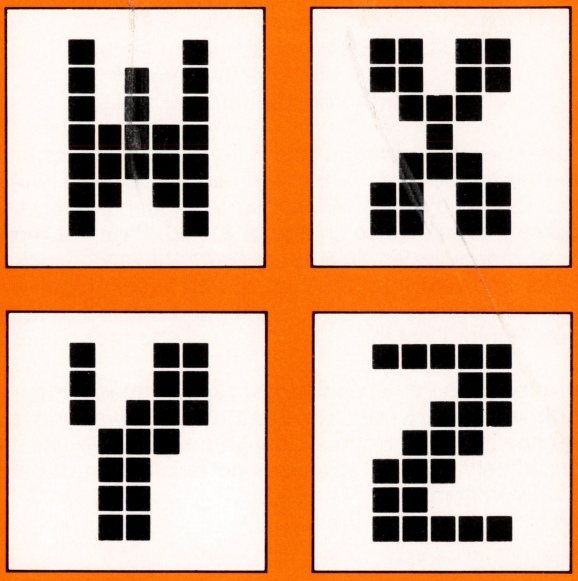
THE Children's Discovery System™



Activity Book

DISCOVERIES IN™ WORDS II
Learning Fun Module

Use this learning fun module with
The Children's Discovery System™ Computer

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THE CHILDREN'S DISCOVERY SYSTEM™ LEARNING FUN MODULES

90 DAY LIMITED WARRANTY

Mattel Toys warrants to the original consumer purchaser of any of its Electronic Toys that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During the 90-day Warranty Period, the product will either be repaired or it will be replaced with a reconditioned model of equivalent quality (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured, with proof of the date of purchase, to

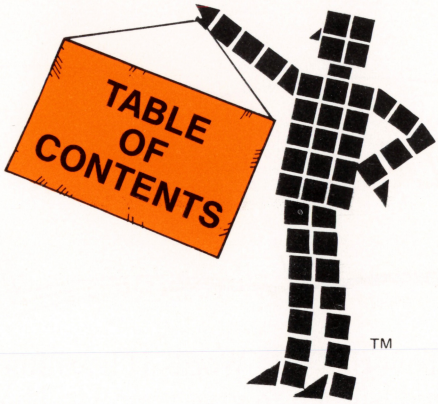
Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

Units returned without proof of the date of purchase, or units returned after the 90-Day Warranty Period has expired, will either be repaired or replaced with a reconditioned model of equivalent quality (at our option), for a service charge of $10.00. Payment must be made by check or money order. This out-of-warranty service will only be available for one year from the date of purchase. All out-of-warranty units must be returned postage prepaid and insured to Mattel Electronics Repair Center.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

IF YOU HAVE ANY QUESTIONS OR PROBLEMS REGARDING THE USE OF, **THE CHILDREN'S DISCOVERY SYSTEM™** OR YOUR LEARNING FUN MODULES, CALL THIS TOLL-FREE NUMBER:

(800) 421-2887



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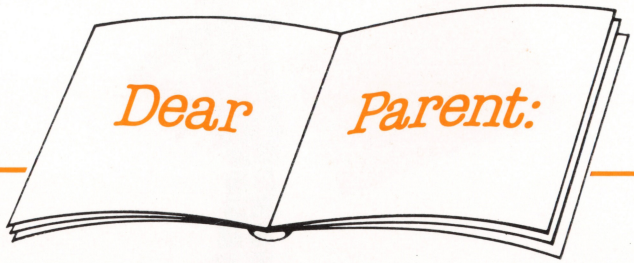


The Discoveries In™ Words II learning fun module has been designed to give your 9 to 11-year old child hours of challenging word fun. It allows children to test their skill in identifying and spelling groups of pre-programmed words, through a fun, familiar game. It also lets them adapt those words or use words of their own in learning activities they can enjoy with you or a friend.

Perhaps the greatest learning potential of the Discoveries In™ Words II learning fun module lies in its capacity to be programmed by its user. You or your child can create your own new challenges and games. Any word up to seven letters can be programmed into the computer and used as a basis for games and activities for one or two people.

These activities serve important functions. Vocabulary is enriched and spelling ability improved as children challenge each other in these areas, verifying answers with you or the dictionary. Though misspelling inevitably occurs, improved spelling through practice with the computer soon replaces initial errors.

If you have the opportunity to program words for your child, you may want to select words from school spelling lists or from this Activity Book. If you choose your own words, please keep the following points in mind:

- Pick words which your child recognizes, but may not fully understand.
- Pick words that are related to something which interests your child. A word that

tells a child something about an area of interest to him or her will always be appreciated and quickly assimilated, even if it is a difficult word.

- Take the opportunity to talk about the words you pick. The more you can tell children about words, the more likely they will remember them.
- Don't pick words that are very unusual or well beyond your child's realm of experience. Most children won't learn words that don't relate to anything they understand.

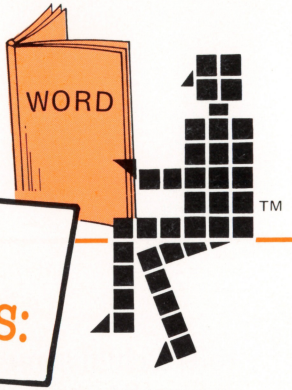
Encourage your child to use the computer's words for story starters. It is an excellent stimulus for writing. Regardless of how silly a story gets, it's the writing opportunity that holds the merit.

The Discoveries In™ Words II learning module provides a wonderful opportunity for you and your child to spend many enjoyable and productive hours together. Certainly it has the potential to open your child's mind to word mastery and creative word usage.

Sincerely,

Raymond P. Wagner

Raymond P. Wagner, President
Mattel Toys



Dear Boys and Girls:

What's the word on words? Well, the word "WORD" means a letter or group of letters written or printed or spoken. How many words are there? Thousands and thousands! Many of them you already know and use all the time. Many of them you even know how to spell.

With your Discoveries In™ Words II learning fun module, you'll meet and spell a lot of exciting words, through fun games. If you have Discoveries In™ Words I, you'll be familiar with the games you can play with this cartridge, which is a much more challenging version. You can play it all by yourself with the computer. Or play with your brother or sister or friend or Mom or Dad.

There are many ways to play the word game—it's hardly ever the same. And you'll find fun word things-to-do in this Activity Book, too.

So, in a few words, let's get started. You'll soon be a Spelling Bee whiz!

CURSOR THE GREAT™

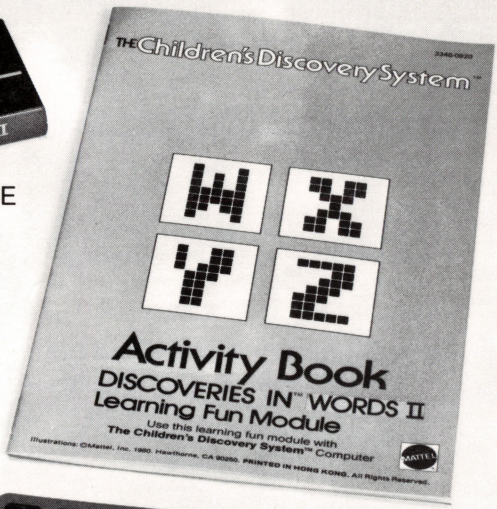
My word! Here I am again! I'm CURSOR THE GREAT, the computer man. I'm made up of many little black computer squares. I'll be around to point out special things to you in this Activity Book. We're going to have lots of word and spelling fun together. So let's get started.

INSIDE THE CARTON YOU WILL FIND:

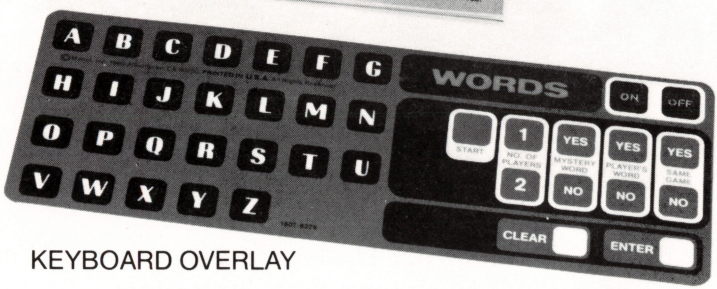
DISCOVERIES IN™ WORDS II LEARNING FUN MODULE CONSISTING OF

DISCOVERIES IN WORDS II CARTRIDGE
DISCOVERIES IN WORDS II ACTIVITY BOOK
DISCOVERIES IN WORDS II KEYBOARD OVERLAY

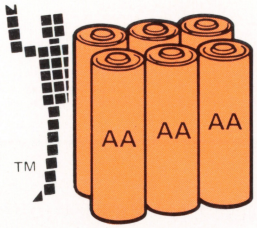
CARTRIDGE



ACTIVITY BOOK



KEYBOARD OVERLAY



"**REMEMBER**..to keep fresh batteries in your computer. It uses six AA alkaline batteries. If you need to put new batteries in, check the front of your Computer Activity Book for directions. (Any time your computer starts showing strange displays or not doing what it's supposed to do, it probably needs fresh batteries.")

CARTRIDGES NEED GOOD CARE, TOO!

Your Discoveries In™ Words II cartridge has some very delicate electronic parts inside. Because of this, it needs some extra care.

Don't leave it in direct sunlight or anywhere else where it will get very hot (120° F or hotter).

Don't let it get very cold either (35° F or colder).

Don't get your cartridge wet or dirty.

When you're finished using a cartridge, TAKE IT OUT OF YOUR COMPUTER. Put it away with your Activity Book and keyboard overlay in the storage box.

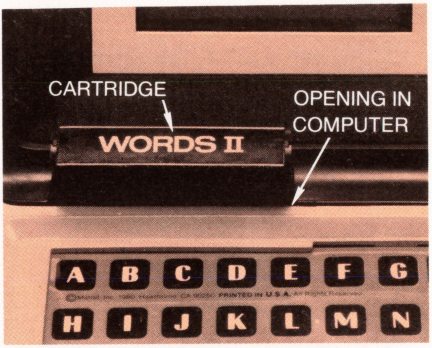
Do not try to plug your cartridge into any other computer. Do not try to plug any other type of cartridge into YOUR computer.

Take care of your Discoveries In™ Words II cartridge, and it will work for a long, long time.

LET'S GET STARTED!

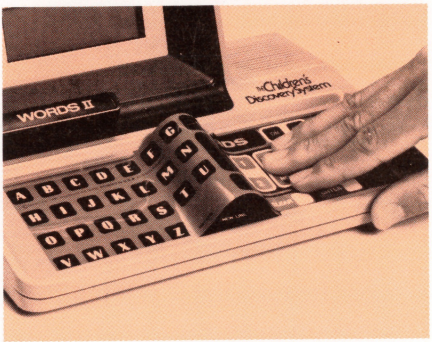
OFF **1. Make sure your computer is turned OFF.**

2. PUT THE CARTRIDGE INTO THE COMPUTER. *Push it in as far as it will go.* The side that says WORDS II should be facing UP.



When you want to take a cartridge out, TURN OFF THE COMPUTER and pull the cartridge straight out.

3. PUT THE OVERLAY OVER THE KEYBOARD. Your learning fun module comes with a thin, plastic sheet that fits over the computer keyboard. This is called an OVERLAY. It is printed on one side only.



Find the LONG LIP that runs all the way around the keyboard, except for a top and bottom space in the middle of the keyboard. Start in this middle space and slip the LEFT side of the overlay UNDER the LEFT TOP and LEFT BOTTOM LIPS. Slide the overlay all the way under the LEFT END LIP, as far as it will go.

Now slip the RIGHT side of the overlay under the RIGHT TOP and RIGHT BOTTOM LIPS. You will have to make a loop in the overlay to do this. (See the picture.) BE CAREFUL NOT TO CREASE THE OVERLAY. Slide the right side of the overlay all the way under the RIGHT END LIP, as far as it will go.

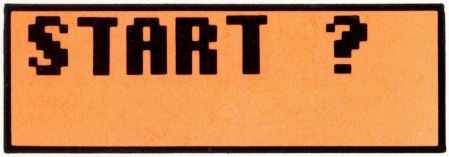
Make sure the overlay is securely under the lip, all the way around the keyboard, except in the middle. This overlay tells you which keys to use in the Discoveries In Words II cartridge.

Each cartridge that you buy will have its own overlay.

REMEMBER! Press all keys firmly until you hear a beep!

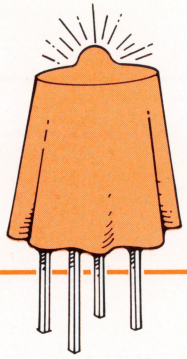
TURN YOUR COMPUTER ON

1. Press the ON key firmly. You will hear TWO MUSICAL NOTES and see the question START?



2. Press the START key. You will hear SEVEN MUSICAL NOTES and see WORDS II on the screen. CURSOR THE GREAT™ will run across the screen erasing the title and the question 1 OR 2 PLAYER? will appear.

3. Find the key called **No. of Players** on your overlay. If you are playing alone, press 1. If you are playing with a friend, press 2.

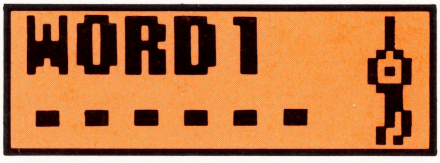


ALL BY MYSELF WORDS
1-PLAYER MYSTERY WORDS

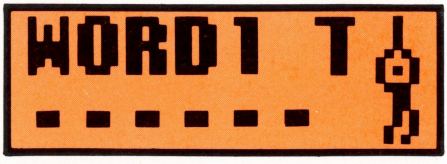
1. Your computer will ask you MYSTERY WORD?

If you want to play the word game with the computer, press YES on the **Mystery Word** key. You will hear a tune and the game will start.

2. The computer will give you three words, one at a time. The number of blank spaces at the bottom of the screen tells you how many letters are in a word.



3. To guess a letter, press the letter key. Then press ENTER. If you want to change your guess, just type a different letter **before you press ENTER.** You cannot change your guess after you press ENTER.



4. If you guess right (your letter **does** belong in the mystery word), you will hear a RISING TUNE. The letter will appear in **any** blank space where it belongs. (Example: If the mystery word is **BUTTER** and you guess the letter **T**, the **T** will appear twice, as shown: _ _ **T** **T** _ _.)

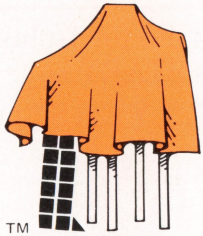
5. If you guess wrong (your letter **does not** belong in the mystery word), you will hear a FALLING TUNE and the hanging figure will be pulled part way up the screen.

6. You get seven wrong guesses before the hanging figure disappears completely from the screen. After each wrong guess, the hanging figure will be pulled part way up the screen, but after the seventh wrong guess, he will sink down off the screen. You will then see the mystery word correctly spelled. The computer will go on to the next word.

7. If you spell the mystery word correctly before the hanging figure disappears, you win. You will hear a VICTORY TUNE and see a special flashing display of the word. The computer will go on to the next word.

8. After three words, the computer will show you how many words you identified and spelled correctly, and how many wrong guesses you took.

The computer will then ask you S A M E G A M E ? If you want to play again, press YES on the **Same Game** key. The game starts again, but with different words. If you want to play a different game, press NO. CURSOR THE GREAT™ will erase the screen and start you back at 1 O R 2 P L A Y E R S ?



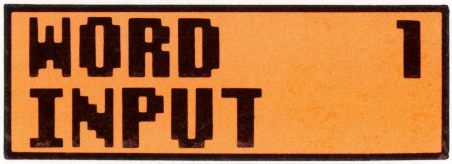
1-PLAYER INPUT WORDS

(Someone will enter the words for you.)

1. If you want to play alone, but DON'T want the computer to think up the words, press NO on the **Mystery Word** key, when the computer asks MYSTERY WORD?

2. When the computer asks PLAYER WORD? press YES on the **Player's Word** key.

3. When the computer shows WORD 1 INPUT you should look away while someone else types in three different words for you to guess and spell. After each letter is typed, wait for the 2-NOTE signal before typing the next letter. Each word can be up to 7 letters long. After typing in each word, the person who typed it should press ENTER. A word can be changed **before** ENTER is pressed. Just press the CLEAR key, then type in the new word. A word cannot be changed after ENTER is pressed.



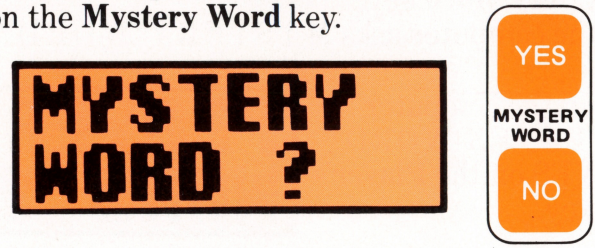
The three words will go into the computer's memory. WORD 1 will come on the screen. Now play just as you did for 1-Player Mystery Word.

SOMEONE AND ME WORDS

1. Begin this mode the same way as you did for 1-player games. Press ON key firmly. Then press START key.

2. When the computer asks 1 OR 2 PLAYERS? press the 2 on the **No. of Players** key.

3. When the computer asks MYSTERY WORD? press YES on the **Mystery Word** key.

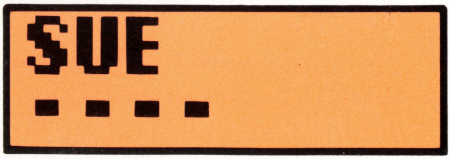


4. The computer will ask you and your friend to type in your names. Use the letter keys. After you type in each letter, wait for the 2-NOTE signal before you type the next letter. If your name is more than five letters long, use a shorter nickname.

5. After you type your name, press ENTER. The other player then types and enters his or her name. You can change a name **before** you press ENTER. Just press CLEAR, then type the new name. You cannot change a name after you press ENTER.

6. If you are Player 1, the computer will give you a mystery word to spell. It will show your name on the top line and a blank

EXAMPLE:

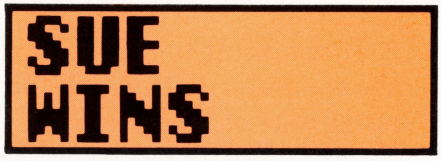


for each letter in the mystery word on the bottom line. The word will be no more than seven letters long.

7. To guess a letter in the word, press the letter key. Then press ENTER. If you want to change your guess, just type a different letter **before you press ENTER.** You cannot change your guess after you press ENTER.

If you guess right (your letter does belong in the mystery word), you will hear a RISING TUNE. The letter will appear in any blank space where it belongs. You then get to guess again, until you make a wrong guess. It is then your opponent's turn.

8. Take turns with your opponent, until one of you correctly guesses and spells your mystery word. (You and your opponent have different mystery words.) If you spell your mystery word first, your word will flash three times. You will hear a VICTORY TUNE and see (YOUR NAME) WINS on the screen. Your opponent will then see the correct spelling for his or her word. You have just won a ROUND in the game.

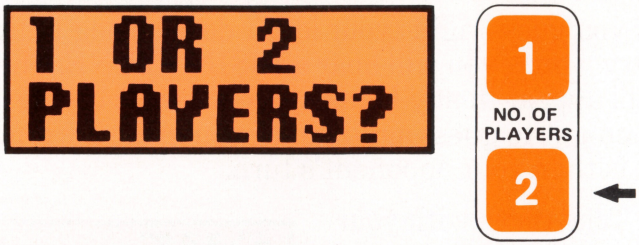


9. There are FIVE ROUNDS in the game. At the end of the game, the computer will show how many rounds you and your opponent each won. You will hear a "GAME OVER TUNE" and CURSOR THE GREAT™ will erase the screen. The computer will ask SAME GAME? If you press YES, the game will immediately start again with different words.

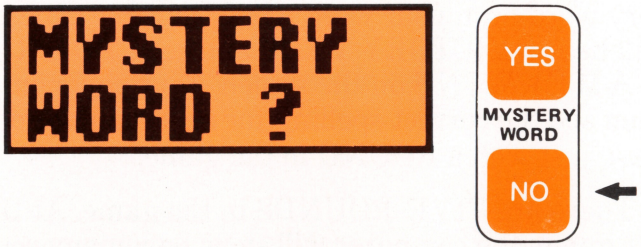
If you press NO, CURSOR THE GREAT™ will erase the screen and the computer will take you back to 1 OR 2 PLAYERS?

2-PLAYER INPUT

1. When the computer asks 1 OR 2 PLAYERS? press the 2 on the **No. of Players** key.



2. If you want to play with a friend, but don't want the computer to think up the words, when the computer asks MYSTERY WORD? press NO on the **Mystery Word** key.



3. When the computer asks PLAYER WORD? press YES on the **Player's Word** key.

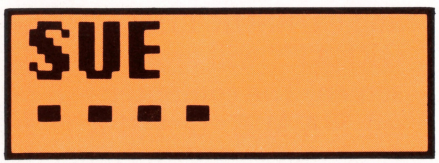
(You and your opponent ENTER the words.)

4. The computer then asks you and your friend to type in your names, as you did for 2-Player Mystery Word. Remember that the name you type can only be five letters long. Press ENTER after each name you type.

5. Now input words for each other. If you typed your name in first, the computer will ask you to put in a word for your opponent. You will see this:

Type in a word, up to seven letters long, while your opponent looks away. Then press ENTER. If you change your mind about a word BEFORE you press ENTER, just press CLEAR, then type in the new word. You cannot change your mind about a word after you press ENTER.

6. After you put in a word for your opponent, you look away while your opponent puts in a word for you the same way.

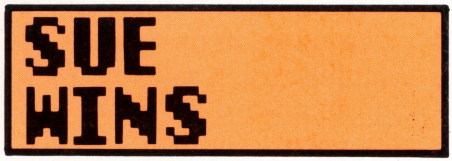


7. You try to identify the word your opponent put in for you before your opponent can identify the word you put in for him or her. If you put your name in first, it will be your turn first. You will see your name on the screen, with a number of blank spaces beneath it. The blank spaces tell you how many letters are in the word your opponent put in for you.

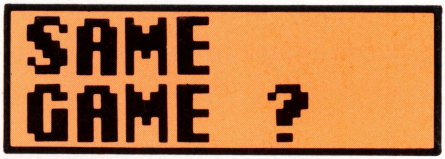
8. To guess a letter in the word press the letter key. Then press ENTER. If you want to change your guess, **BEFORE you press ENTER,** just type the new letter you want. You cannot change your guess after you press ENTER.

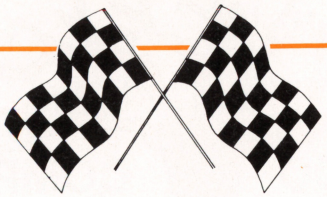
If you guess RIGHT, you will hear a RISING TUNE and the letter will appear in any blank space where it belongs in the word. You then get to guess again, until you make a wrong guess. If you make a wrong guess, you will hear a FALLING TUNE and it will be your opponent's turn.

9. Whoever identifies and spells his word first wins that ROUND in the game. If you win, your word will flash, then you will see (YOUR NAME) wins. Then you will see your opponent's name and his or her word spelled correctly.



10. There are FIVE ROUNDS in a game. After each round, you and your opponent put in a new word for each other, just as you did in Steps 5 and 6. After five rounds, the computer will display a total score for the game. It will tell how many rounds you and your opponent each won out of five. You will then hear a "GAME OVER TUNE" and CURSOR THE GREAT™ will erase the screen. The computer will ask S A M E G A M E ? If you press YE the game will start again immediately and new words need to be entered. If you press NO, CURSOR THE GREAT™ will erase the screen and the computer will take you back to 1 O R 2 P L A Y E R S ?



WINNER'S  TIPS

Here are some facts to help you guess an unknown word:

The five letters that appear most often in words are **e**, **t**, **a**, **o**, and **n**. The five letters that appear least are **j**, **k**, **g**, **x**, and **z**.

It is easier to recognize a word if you know the first or last letters of that word.

Letters that appear most often in the first position are **t**, **a**, **o**, **s**, and **w**. (More than half of all the words in English begin with these letters).

Letters that appear most often in the last position are **e**, **s**, **d**, and **t**. (More than half of all the English words end with one of these letters).

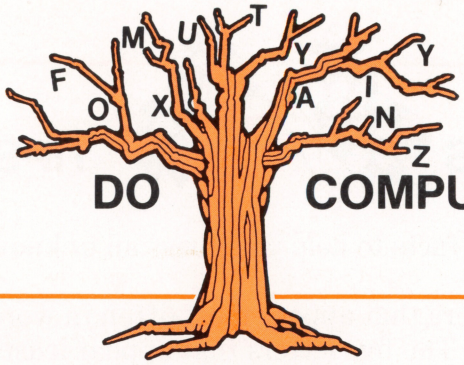
Second letters in a word are likely to be vowels, **a**, **e**, **i**, **o**, **u** and the consonants **h**, **n**, **r**, **t**. Vowels do not help you recognize a word as easily as consonants do because vowels can be located in all positions in a word.

Remember, **y**, which may be a vowel, is usually found in either the last or middle position in a word.

The letters **e**, **s**, **a**, **r**, **n** and **i** come up most often in the third position.

Using the above facts, try the following strategy when playing the games:

1. Guess letters **e**, **t**, **a**, **o** and **n** first (in that order).
2. Guess letters **s** and **w** if first letter is not already known.
3. Guess the letter **d** if last letter is not already known.
4. Guess the consonants **h**, **n**, **r** and the remaining vowels **i** and **u** if the second letter is not known.
5. If you suspect that the word has a double letter, try these letters, in this order: **ii**, **ee**, **oo**, **tt**, **ff**, **rr**, **nn**, **pp**, **cc** and **mm**.



DO COMPUTER GAME

Of course not, but you may pick and choose from a whole world of wonderful words.

Here are a few ways to choose some words for extra game fun, and guess what? They'll even help you with your spelling.

CHOOSE WORDS FROM THE SPELLING DEMON LIST

This Spelling Demon list is made up of words that boys and girls from 9 to 11 years should be able to spell. The computer is ready to help and make it fun. So let's get those demons!

Challenge your friends with these input words. Each of you choose a word from the same list. Start with the easiest ones. Enter the words into the computer, then close this Activity Book when playing the game.

EASIEST

address	**blow**	**lie**	**quit**
anyway	**chief**	**pieces**	**really**
awful	**choose**	**plain**	**teaches**
balloon	**desert**	**quiet**	**tooth**

WORDS GROW ON TREES?

ADVANCED

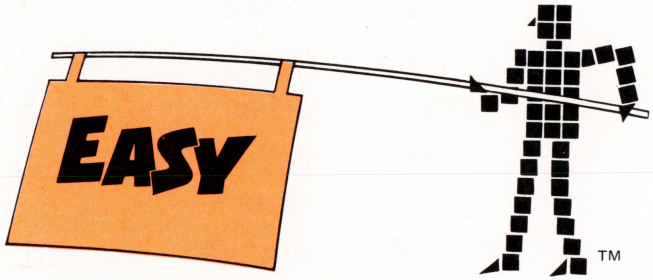
advise	joined
anxious	natural
choir	officer
easier	regular
freight	system
hurried	worried

HARDEST

course	loose	route
dining	lose	sleigh
flower	off	stiff
heart	pitcher	tow
ladder	pour	union

PICK A PECK OF

Perturbing words are disturbing words. They have tricky spellings that sometimes fool people. The following eight games will help you learn these tricky kinds of words.



1. THE DOUBLE VOWEL DARE!

This game is about confusion of double vowels—vowels that take on the sound of a single letter or another vowel combination. Here are some double vowels that can be confusing:

ā	play	rein
ē	people	believe
ī	aisle	stein
ō	soul	yeoman
o͞o	neuter	soup

You and your friend each choose a double vowel word to enter into the computer. After these are used up, find your own for new challenges.

PERTURBING WORDS

2. HOW EARIE, DEARIE! LETTERS ARE HERE AND YOU CAN'T HEAR THEM!

Many times "silent" letters (letters that appear in a word, but aren't heard) are confusing. They are either put in by mistake or left out altogether. Here are some common silent letter word mistakes:

b
det for debt
tom for tomb

g
malin for malign
rein for reign

h
onest for honest
eir for heir

l
coud for could
shoud for should

n
hym for hymn
solem for solemn

k
nock for knock
now for know

FINAL E
ic for ice
mak for make
mop for mope
smil for smile

Take turns choosing silent letter words to enter into the computer. After these are used up, think up your own.

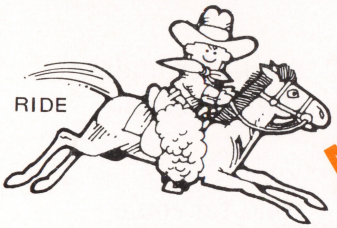
3. THE MYSTERY OF THE MISSING LETTER!

Lots of times a double letter is left out. So, if you're a super sleuth speller, you won't miss any double letters.

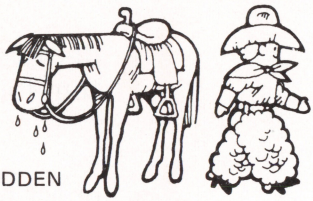
Examples of left out double letters:

buter for butter	beter for better
cuter for cutter	laged for lagged

Take turns choosing these double letter words to enter into the computer. After these are used up, see how many of your own you can find.



MEDIUM



1. END UP WITH GOOD ENDINGS!

Many words change their spelling when endings are added. Here are some examples for you and your friend to input into the computer.

WORD	ENDINGS ADDED CORRECTLY	ENDINGS ADDED INCORRECTLY
lady	ladies	ladys
baby	babies	babys
drop	dropped	droped
life	lives	lifes
ride	ridden	riden
bite	bitten	biten

Take turns choosing correct words from this list. When these are used up, find some of your own in a dictionary.

2. A DILLER, A DOLLAR. YOU'RE A SPELLING SCHOLAR!

It doesn't take a scholar to spell dollar. But it does take some practice. The confusion of **er, or** and **ar** word endings is what this game is all about.

INCORRECT		CORRECT
debter	instead of	debtor
coller	instead of	collar
catchor	instead of	catcher
sailer	instead of	sailor
singor	instead of	singer
lator	instead of	later

You and your friend may take turns entering one of the correct words into the computer for the other one to guess. Think up your own words when these are used up.

3. CAN CONFUSING CONSONANTS CONFUSE YOU?

Not if you play the confusing consonant game. Here are some examples of consonants that are confusing:

INCORRECT	CORRECT	INCORRECT	CORRECT
asure	for azure	pussle	for puzzle
leizure	for leisure	lozing	for losing
vizion	for vision	cent	for sent
ledjer	for ledger	gack	for jack

You and your friend may take turns choosing from these correct words. Enter one into the computer for the other person to guess. When you've used up all of these words, think up some of your own.

1. WILL YOU EVER BE THE SAME AFTER THE HOMONYM GAME?

Homonyms are two words which sound the same, but each is spelled differently and each has a different meaning.

Examples of homonym confusions:

doe for dough

vain for vane

pair for pear

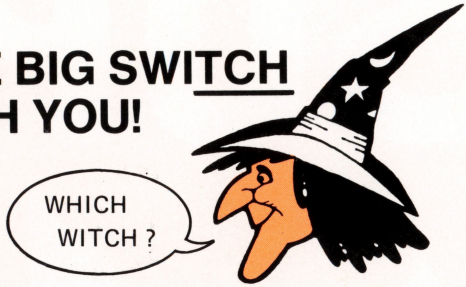
heal for heel

pane for pain

made for maid

You and your friend may take turns choosing one of the homonyms from this list and entering it into the computer for the other person to guess. After these are used up, find some of your own.

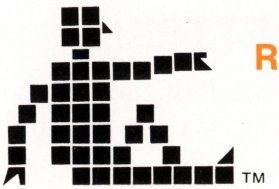
2. DON'T LET THE BIG SWITCH CATCH UP WITH YOU!



Ch and tch are often confused when spelling a word because they sound the same. A good speller can catch those tricky switches. Here are some correct and incorrect spellings of words to help you learn the difference.

CORRECT	INCORRECT
coach	coatch
peach	peatch
porch	portch
match	mach
latch	lach
pitch	pich

You and your friend may take turns choosing from the correct words and entering them into the computer. When these are finished, think up your own ch and tch words.



REMEMBER! PRESS ALL KEYS FIRMLY!

SUPER

Here are some ways to make choosing words more challenging. It's just as much fun whether you play against the computer or against a friend.

EASY

1. YOUR NUMBER'S UP!

Choose only words with a limited number of letters. You and a friend challenge each other to input words with only 4, 5, 6 or 7 letters in each.

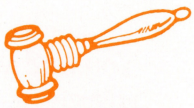
EXAMPLES:

4

(4) four
wash
obey

(5) grows
month
fault

(6) sister
Sunday
before



(7) justice
weather
country

2. ALPHABETTER!

To make it even harder, now each of the words must begin with the same letter. (Start with "A" and go through the alphabet.)

EXAMPLE: add, around, along.

CHALLENGER WORD CHOICES

3. ONE SYLLABLE ABLE!

Each of the words must have one syllable. (Each separate group of sounds that you hear in words is called a syllable.)

ONE SYLLABLE EXAMPLES: boat, dog, ball, car

MEDIUM

1. TWO SYLLABLES ABLE!

Each of the words must have two syllables.

EXAMPLES: letter (let-ter), sister (sis-ter), happy (hap-py)

2. THREE SYLLABLES ABLE!

Each of the words must have three syllables.

EXAMPLE: satisfy (sat-is-fy), syllable (syl-la-ble)

3. SYNONYMONOMOUS!

A synonym is a word that has almost the same meaning as another word. Choose any word. Then each of the game words must be a synonym for that word.

EXAMPLE: happy—glad, content, joyful

4. ANTONYMBLES!

Antonyms are words that have opposite meanings.

Choose any word. Each of the game words must be an antonym for that word.

EXAMPLE: big—little, small, tiny

HARD!

1. TRIPLE TRICKY!

This game should make your thinking cap work hard! Each person inputs a base word. Each person then inputs 2 synonyms for that word. Then each person inputs 2 antonyms, for that word.

EXAMPLE:	BASE WORD	SYNONYM	ANTONYM
	happy	glad	sad
	pretty	lovely	ugly
	cry	sob	laugh

2. PICK A PATTERN, PLEASE!

Each of the words must have the same spelling patterns and limited number of letters.

cv	(consonant vowel)
cvc	(consonant vowel consonant)
cvvc	(consonant vowel vowel consonant)
cvcv	(consonant vowel consonant vowel)
etc.	

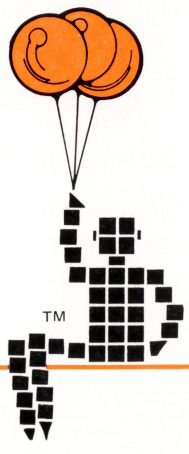
EXAMPLES:

cv	so, be, at
cvc	cat, sit, leg
cvvc	soon, neat
cvcv	rate, live, home

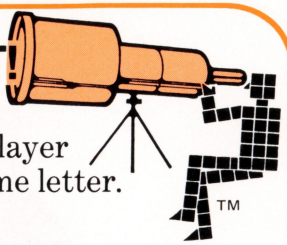
3. DOUBLE TROUBLE!

Choose words with double consonants.

EXAMPLES: balloon, yellow



4. THE END IS IN SIGHT!



Are you ready? Pick a word. Then each player must input a word that ends with the same letter.

EXAMPLE: slam, trim, program

5. SPEECH! SPEECH!

Let's hear it for important parts of speech! A noun is a word that names a person, place, or thing. A verb is a word that tells action or state of being. An adjective is a word used to limit or describe a noun. To play this game, input only words that are the same parts of speech.

EXAMPLES:	NOUN	VERB	ADJECTIVE
	girl	is	pretty
	table	are	green
	baby	catches	cold

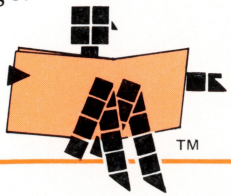
6. RHYME TIME TREATS!

A tasty game to play. Choose a word. All of the game words must rhyme with it.

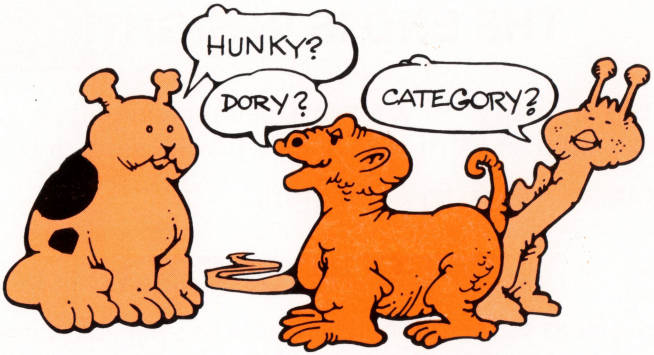
EXAMPLE: talk – chalk, walk, stalk

7. LET'S GO DIGGING IN THE DICTIONARY!

Choose words from a certain section of the dictionary. You can pick a number, then turn to that page. Or just close your eyes and flip through the pages. Stop at any page.

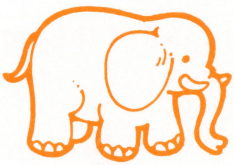


Remember each word you choose should not have more than seven letters!



8. HUNKY DORY CATEGORIES!

A category is a group of things that are alike. You and your friend must input words that are only in the category you choose. The following lists are examples of categories. You may enter them into the computer or think up your own.



WILD ANIMALS

beaver
buffalo
cheetah
cougar
coyote
weasel
raccoon
possum

BIRDS

buzzard
canary
condor
finch
goose
hawk
ostrich
pigeon

PLANTS

Names of trees

oak
avocado
maple
banyan
elm
sequoia
buckeye
cypress

Names of flowers

petunia
orchid
zinnia
heather
jasmine
lilac
violet
tulip

MINERALS

pumice
garnet
salt
quartz
mica
ruby
talc
pyrite

COUNTRIES

America
Brazil
Canada
Greece
China
Egypt
Italy
Mexico

FOODS

Fruits	Vegetables	Fish	Spices
papaya	squash	halibut	sage
avocado	onion	salmon	paprika
cherry	sprouts	sole	pepper
guava	cabbage	bass	mustard
apricot	garlic	shark	thyme
raisin	pumpkin	trout	ginger
prune	rhubarb	carp	chive
jujube	spinach	sardine	chili

Last names of famous artists

Picasso	Van Gogh
Miro	DaVinci
Chagall	Cezanne
Matisse	Renoir

Big cities in other countries

Bangkok	Paris
Athens	Lima
Bombay	Tokyo
Dublin	Berlin

MONEY

cent	nickle
dime	penny
dollar	quarter

MUSICAL INSTRUMENTS

piano	bass
guitar	cymbals
violin	harp
organ	flute

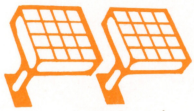
OCCUPATIONS

chemist	senator
doctor	artist
dentist	actor
writer	barber

THINGS PEOPLE FLY

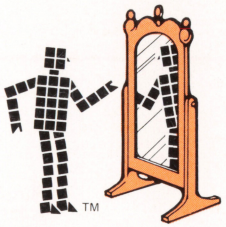
rocket	blimp
missile	plane
biplane	glider
jet	kite

AUTOMOTIVE PARTS



lights	tank
muffler	tires
brakes	clutch
pedals	gear

MEET YOUR MATCH



The next five games are true toughies for talented spellers!

1. FIDDLE WITH A RIDDLE!

Each word chosen to input is a one-word or short two-word answer to some riddle, and the player is asked to solve the riddle by finding the word.

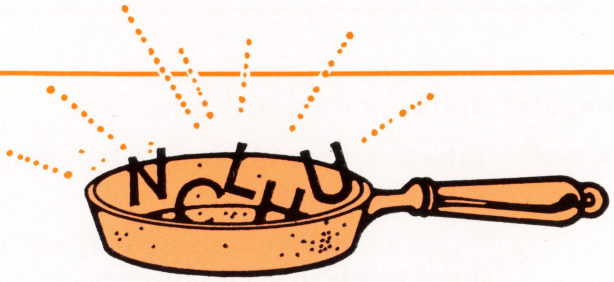
EXAMPLE:
Riddle question: What kind of a dog has no tail?
Answer: Hot Dog.

2. ASK THE RIGHT QUESTION!

Before you guess a letter of the chosen word, you are allowed to ask one question of your friend that can be answered by either yes or no (as in the game of 20 questions).

EXAMPLE: _ _ _ _ _ _ _
(word is "rooster.")
Question is "Is it green?"
Answer is "No."

WITH MATCHLESS NEW RULES!



3. SCRAMBLED LETTERS FOR LUNCH?

Sure. They're yummy fun. Allow the letters of the word chosen to be mixed up when being entered.

Your opponent must first guess the word in its scrambled form, then spell it correctly.

EXAMPLE: RFOU (word is four)

4. "PARLEZ ESPAÑOL?"

The first word means "Do you speak" in French. The second word is "Spanish" in the Spanish language.

Input words that you know in a foreign language. It's extra fun and extra tough.

5. HARD AS A ROCK WORDS

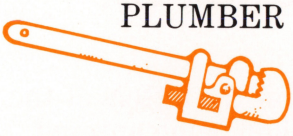
Players often find that there are some words that are particularly hard for opponents to guess. You might want to keep your own list of good words. Do the words have anything in common that makes them difficult?

BE A SPELL-BINDING

It's easy and fun to create special stories when you use the computer words for starters. Here's how:

By yourself: Take the three words that the computer gave you to guess.

1. Write a short story using only one of the three words in each sentence.
   EXAMPLE: Computer words:

PLUMBER 

MUSCLE

KNOB

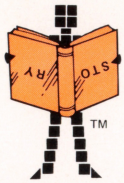
Short story: The **plumber** works hard. He must use a lot of **muscle** power when using his tools. At the end of the day he is so tired, he isn't even strong enough to turn his front door **knob.**

2. Make a real or silly sentence using all three words.
   EXAMPLE: The **plumber** used his strong **muscle** to turn the **knob.**

3. Write a short story using the sentence you wrote somewhere in the story. The story can be serious or silly.

Short story: One day the plumber went to a house to fix some plumbing. The first sign of trouble happened when he opened the front door. He found himself standing up to his knees in water. A little boy and little girl were floating with rubber ducks. The plumber waded to the bathroom door. It was stuck. He pushed and pushed. The **plumber used his strong**

STORY TELLER



muscle to turn the knob. Finally the door opened. And he found the problem. There stuck in the middle of the sink was a pet octopus. One of his legs was down the drain and caused the overflow of water. The plumber rescued the octopus and stopped the running water. That is the amazing tale of the octopus and the plumber!

With a friend: 1. Each person takes his three computer words and writes a sentence with the words in it.

2. Take turns writing sentences for a story using one word in each sentence. These stories can often be silly, but they are fun.

With a group: 1. One person starts a story by writing a sentence with one, two, or three computer words in it.

2. Each person in turn adds a sentence with one, two, or three computer words in it.

3. The story stops when everyone has used up all his or her words.

A note about what's allowed: In making sentences using the computer's words, you are allowed to make minor changes in the form of the word. For example, you can change the tense of a verb or the number of a noun. The following sentence would be fine:

Computer words: **NIMBLE** **MONSTER** **CAPTURE**

Your sentence: Maybe the **nimble monsters captured** the serpent!

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